FREE! PANINI SONIC STICKER ALBUM!

ep SC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
First off, a big, big thanks for buying this issue. As you will have no doubt noticed, it has cost you an extra 5p, but I'm sure you'll feel it has been money well spent when you see what lies in store for you.

For starters, there's your free **Panini Sonic Album** (how could you miss it!). Hang on a mo', what good's an album without something to go in it? Glad you asked me, Boomers, because next issue you'll be getting a free pack of **Panini Sonic Stickers** to begin your collection.

The really great news, however, is that there'll be another free gift the issue after that *and* the issue after that *and* — well every issue until the end of the year! How'd you like that Boomers? No, don't thank me — just spread the word that *STC* has gone megamental!

As if all that wasn't enough (hold onto your pacemakers) there's a brand new series of **Decap Attack** starting this issue (groan). Unfortunately, we bid farewell to **Sonic's World** for a while (boo) but a mega new **Tails** story starts next issue (tumultuous cheers).

Knuckles smashes his way into Sonic's life on the very next page. We reckon this spiky character is going to be the next megastar of the video game world and might even rate his own *STC* series. What do you think? Knuckles fans, get your votes in now.

STC — a great investment at any price!

Megadroid

Coming Soon To An STC Near You!

We're not letting you off that lightly! This issue is just the start of some great things to come from *STC*. Aside from crate-loads of free gifts over the next few issues, we've got some great new series planned as well as the return of some old favourites.

TAILS!
Miles Prower fans celebrate as the most unlikely, twin-tailed, foxy hero in comics returns for a new series next issue. See the back of this issue for more details!

THE ETERNAL CHAMPIONS!
Back for a second action-packed series. Shadow and Larcen paint the streets of old Chicago red! Starts in *STC* 37.

STREETS OF RAGE!
It's the Only Game In Town and Axel, Blaze, Max and Skates are it! The third series of one of *STC*'s most popular strips. Starts in *STC* 41.

SHINOBI!
Remember the Four Elements from the very first series of Shinobi? Well, they're returning — and *STC*'s top martial arts warrior is their target! Coming soon!

PLUS!
Hot new series starring some of the most requested characters in video gaming! Who are we talking about? Sorry, our lips are sealed. Keep reading *STC* to find out. (Boy, are we sneaky!)

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | RE re-entry | new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	▲	FIFA INTERNATIONAL SOCCER
2	▼	PETE SAMPRAS TENNIS
3	▲	PGA EUROPEAN TOUR GOLF
4	▲	SONIC THE HEDGEHOG 3
5	RE	FANTASTIC ADVENTURES OF DIZZY
6	new	THE CHAOS ENGINE
7	▼	WORLD CUP USA '94
8	▼	VIRTUA RACING
9	RE	STREETFIGHTER 2 CHAMP EDITION
10	—	ROBOCOP V TERMINATOR

MEGA-CD

1	—	FIFA INTERNATIONAL SOCCER
2	new	TOMCAT ALLEY
3	RE	SENSIBLE SOCCER
4	RE	WOLFCHILD
5	▼	GROUND ZERO TEXAS
6	RE	WORLD CUP USA '94
7	new	DOUBLE SWITCH
8	—	SONIC CD
9	▼	SILPHEED
10	RE	THUNDERHAWK

MASTER SYSTEM

1	▲	JUNGLE BOOK
2	new	ANDRE AGASSI TENNIS
3	—	SONIC CHAOS
4	RE	TAZ-MANIA
5	RE	DONALD DUCK
6	▼	WORLD CUP USA '94
7	RE	MICKEY MOUSE 2
8	RE	SPIDER-MAN
9	new	XENON 2
10	RE	SONIC THE HEDGEHOG 2

GAME GEAR

1	▲	SONIC CHAOS
2	—	MICRO MACHINES
3	▼	WORLD CUP USA '94
4	RE	NBA JAM
5	▼	JUNGLE BOOK
6	RE	TAZ-MANIA
7	RE	STAR WARS
8	RE	SONIC THE HEDGEHOG 2
9	RE	THE SIMPSONS
10	RE	PGA TOUR GOLF

- **Editor:** Richard Burton
- **Asst. Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Cover:** Nigel Kitching
- **Managing Editor:** Steve MacManus
- **Special Thanks to:** Audrey Wong
- **Publisher:** Chris Power

Published every other Saturday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU. Tel: 071 344-6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Willenhall, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

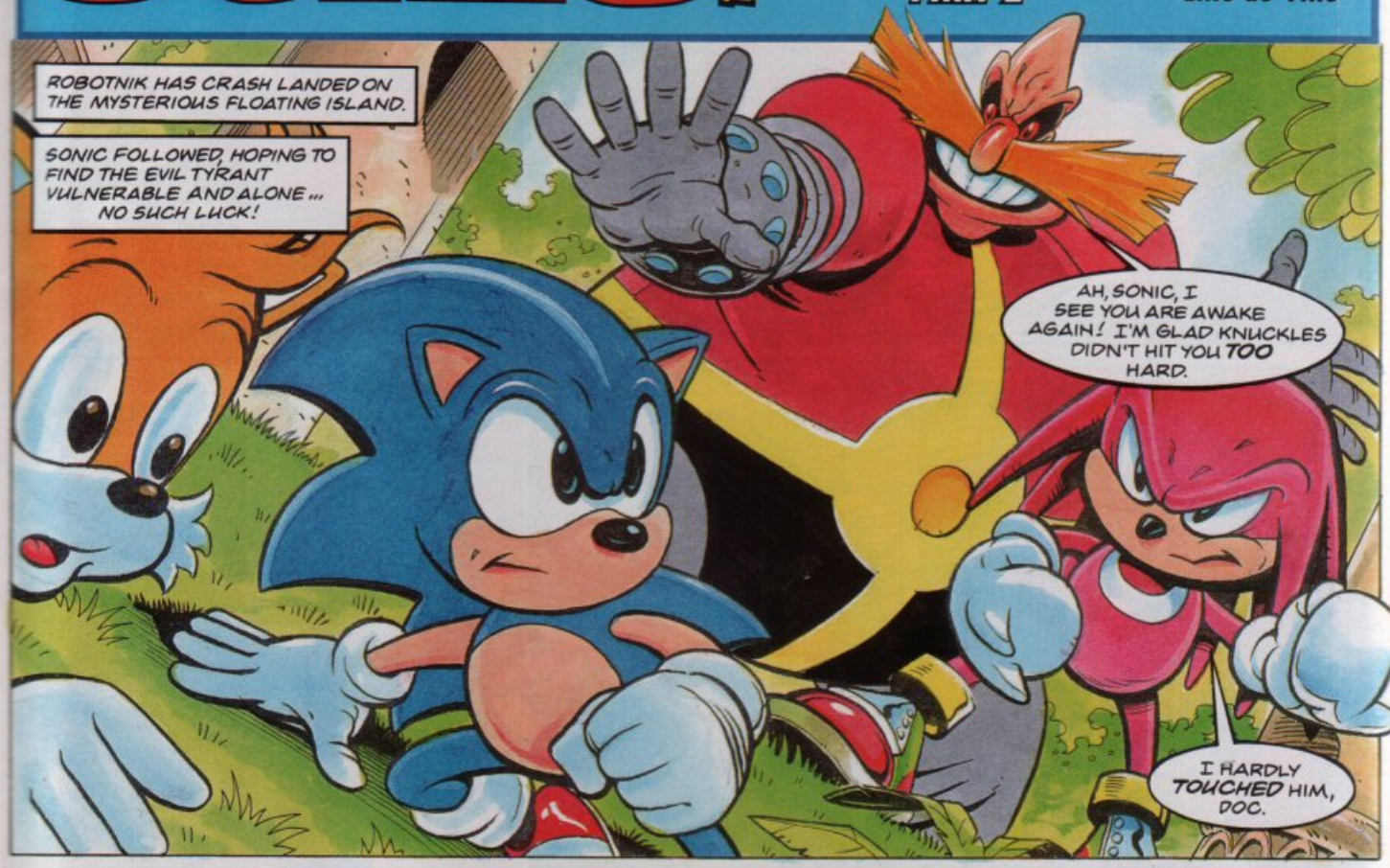
Copyright © Fleetway Editions Ltd., 1994. Copyright © Sega Enterprises Ltd, licensed by Copyright Promotions Ltd. Mutant League copyright © Electronic Arts Ltd., 1994. Reproduction without permission strictly prohibited.

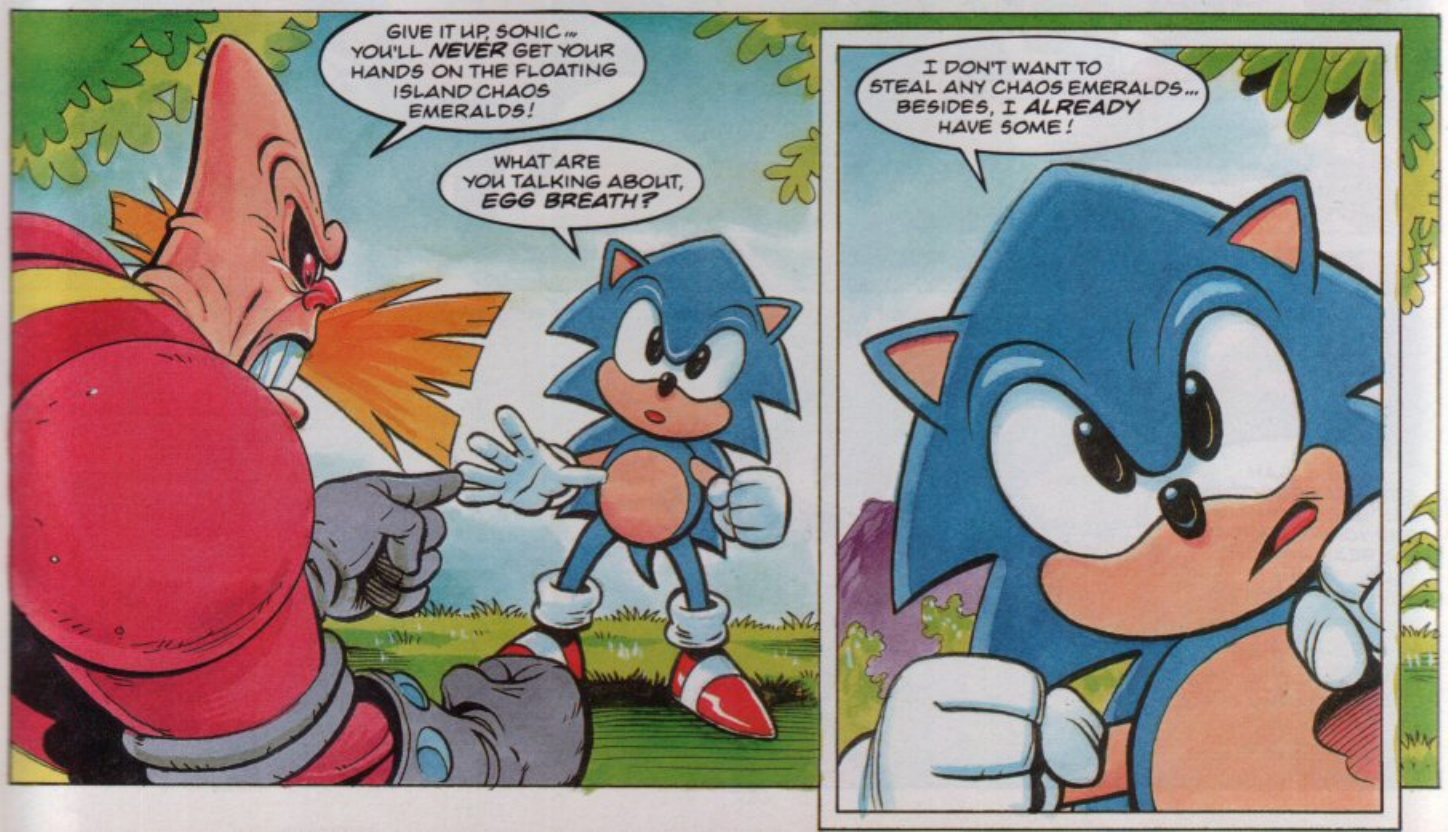
Circulation/trade enquiries: Comag Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QE. Tel: 0895-444055. Production: Teresa Magnowska. Advertising: Tom Glenister, Tel: 071 344-6410. ISSN 0969 3041.

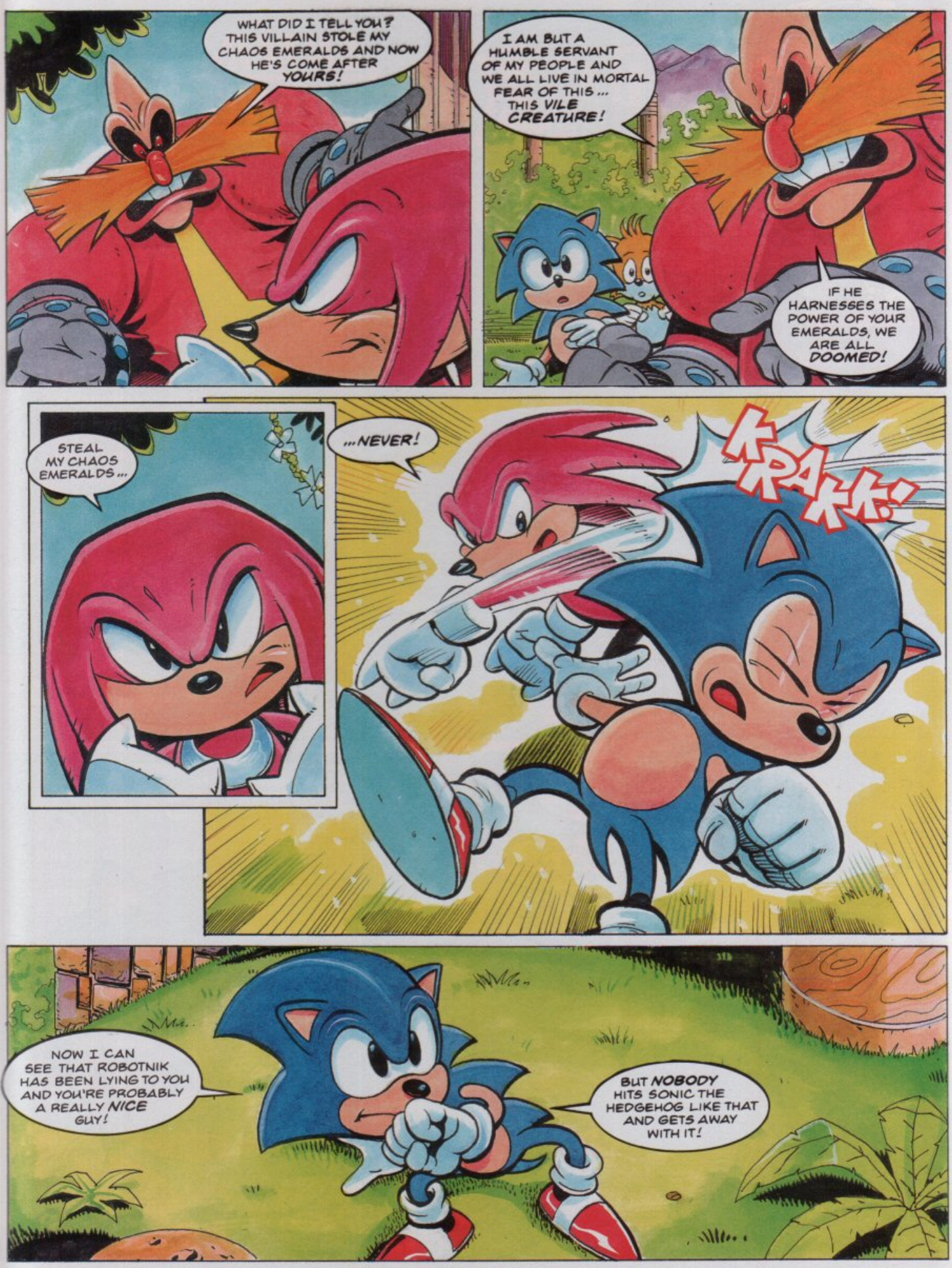
SONIC THE HEDGEHOG™

ENTER KNUCKLES PART 2

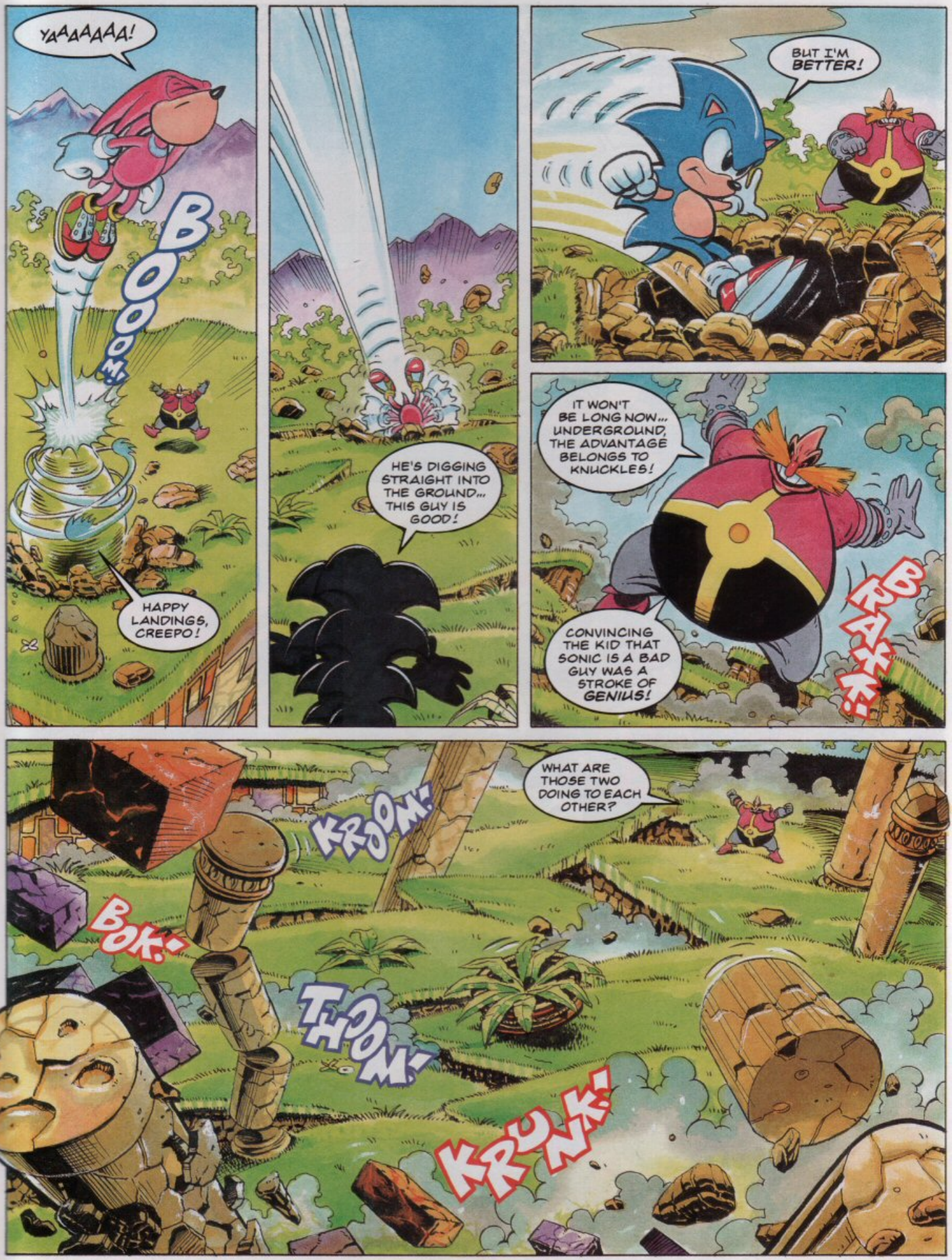
Script: Nigel Kitching
Art: Richard Elson
Lettering: Ellie de'Ville


ROBOTNIK HAS CRASH LANDED ON THE MYSTERIOUS FLOATING ISLAND.
SONIC FOLLOWED, HOPING TO FIND THE EVIL TYRANT VULNERABLE AND ALONE... NO SUCH LUCK!
AH, SONIC, I SEE YOU ARE AWAKE AGAIN! I'M GLAD KNUCKLES DIDN'T HIT YOU TOO HARD.
I HARDLY TOUCHED HIM, DOC.


GIVE IT UP, SONIC... YOU'LL NEVER GET YOUR HANDS ON THE FLOATING ISLAND CHAOS EMERALDS!
WHAT ARE YOU TALKING ABOUT, EGG BREATH?
I DON'T WANT TO STEAL ANY CHAOS EMERALDS... BESIDES, I ALREADY HAVE SOME!

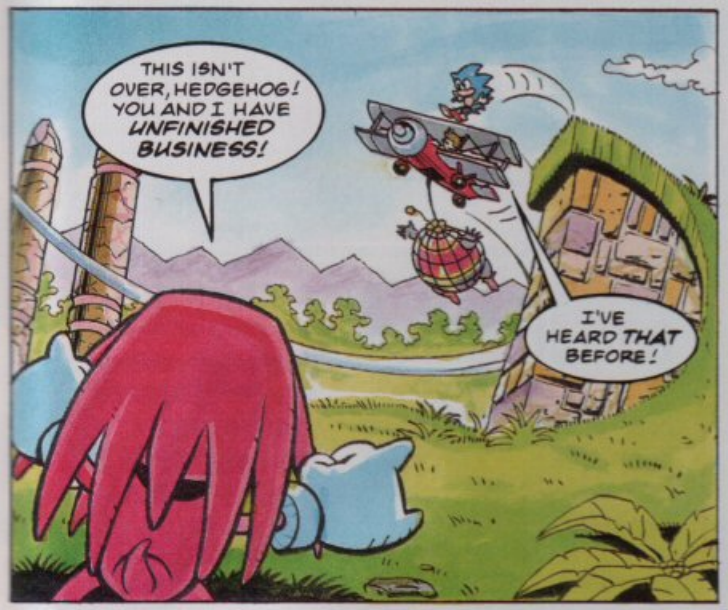

WHAT DID I TELL YOU? THIS VILLAIN STOLE MY CHAOS EMERALDS AND NOW HE'S COME AFTER YOURS!
I AM BUT A HUMBLE SERVANT OF MY PEOPLE AND WE ALL LIVE IN MORTAL FEAR OF THIS ... THIS VILE CREATURE!
IF HE HARNESSES THE POWER OF YOUR EMERALDS, WE ARE ALL DOOMED!
STEAL MY CHAOS EMERALDS ...
...NEVER!
KRAK!
NOW I CAN SEE THAT ROBOTNIK HAS BEEN LYING TO YOU AND YOU'RE PROBABLY A REALLY NICE GUY!
BUT NOBODY HITS SONIC THE HEDGEHOG LIKE THAT AND GETS AWAY WITH IT!

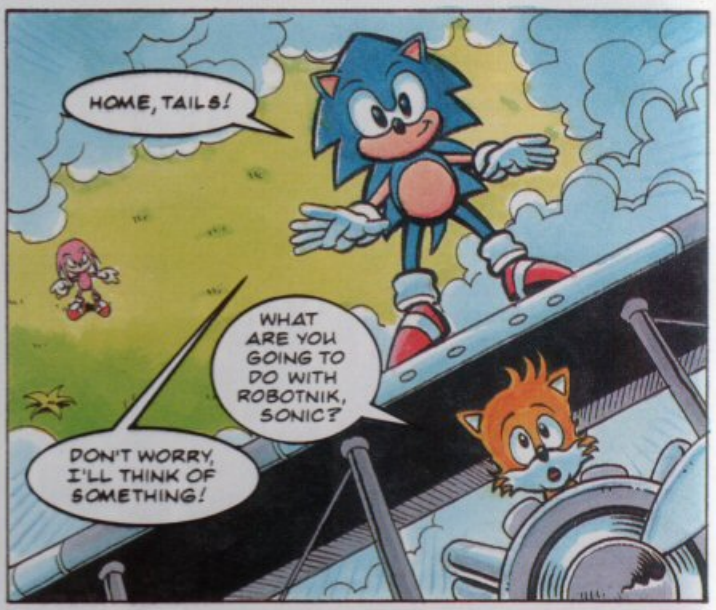
WHAPP!
TAILS... YOU KNOW WHAT TO DO!
NNNGHHH!
SURE, SONIC!
YOU'LL HAVE TO BE A LOT FASTER THAN THAT TO GET ME, BUDDY!
I DON'T NEED TO BE FAST, WHEN I CAN SIMPLY DO...
...THIS!
YAAA!
KR-KOOOMM!
OKAY, WE'VE SEEN WHAT YOU CAN DO, CHARLIE!
BUT NOW IT'S MY TURN!
WH... WHAT?
NOW I JUST INCREASE THE PRESSURE...

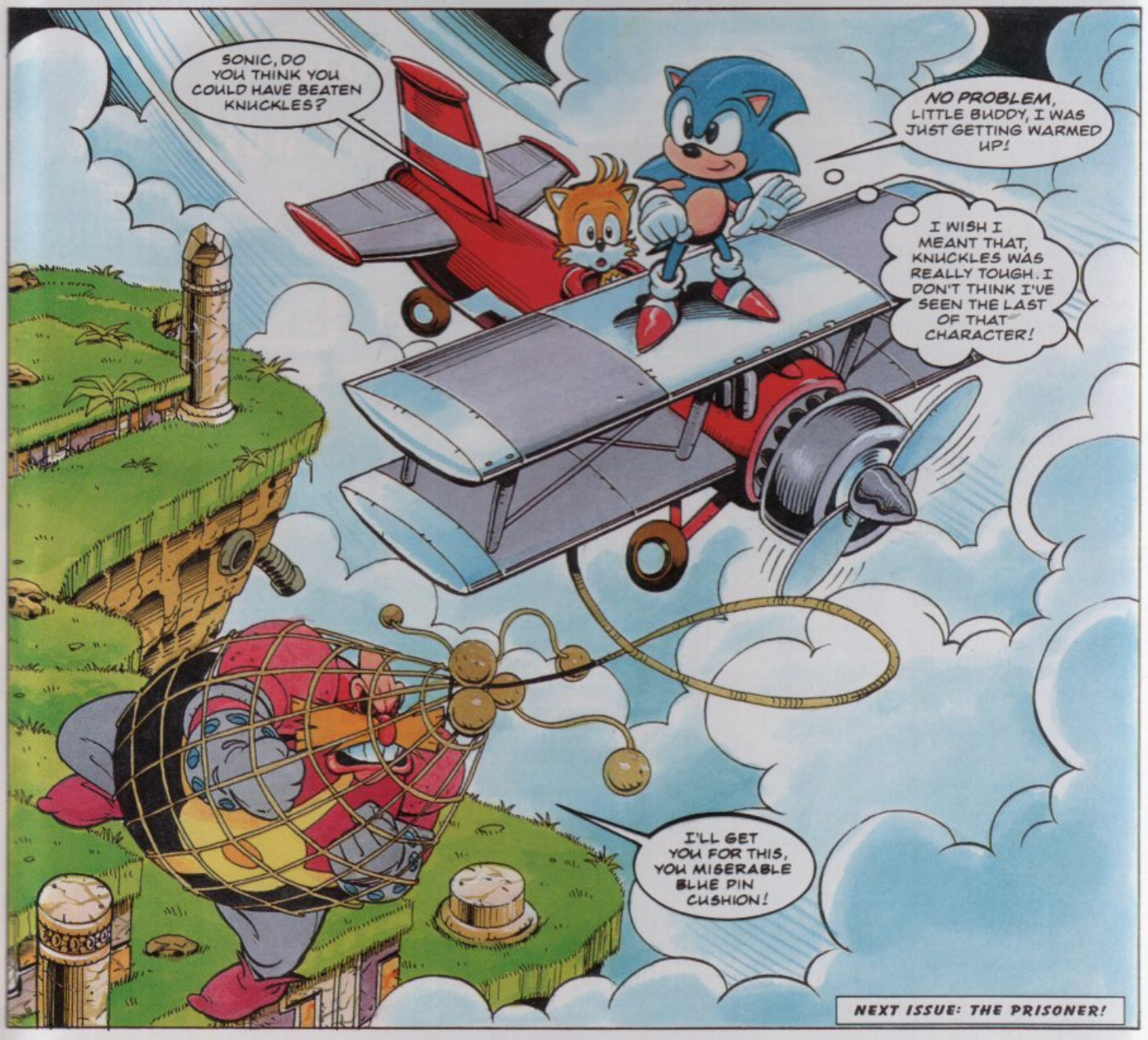

YAAAAAAA!
BOOOOM!
HAPPY LANDINGS, CREEPO!
HE'S DIGGING STRAIGHT INTO THE GROUND... THIS GUY IS GOOD!
BUT I'M BETTER!
IT WON'T BE LONG NOW... UNDERGROUND, THE ADVANTAGE BELONGS TO KNUCKLES!
CONVINCING THE KID THAT SONIC IS A BAD GUY WAS A STROKE OF GENIUS!
BRAKK!
WHAT ARE THOSE TWO DOING TO EACH OTHER?
KROOM!
BOK!
THOOM!
KRUNK!

BRAK
RAAAAA!
GIVE IT UP, KNUCKLES, YOU'RE NO MATCH FOR THIS HEDGEHOG!
HUH! I DIDN'T EVEN REALISE THE FIGHT HAD STARTED YET!
READY TO GIVE UP?
NO WAY, BUDDY-BOY!
SUITS ME!
ME TOO!
SONIC, I'M HERE!
NICE GOING TAILS, RIGHT ON CUE. FOR ONCE...
WHAT?
HEY, KNUCKLES, I'D REALLY LOVE TO PLAY SOME MORE, BUT I'VE GOT SOMETHING TO TAKE CARE OF!
GO FOR IT, TAILS!

GET AWAY FROM ME, YOU SIMPERING FOOL! WHAT ARE YOU TRYING TO DO?
WELL SINCE YOU ASKED... HOW ABOUT THIS?
YAAA!
KNUCKLES! RESCUE ME!
YOUR LITTLE PAL WON'T BE DOING ANY RESCUING TODAY, ROBOTNIK. NOT UNLESS HE'S LEARNED HOW TO FLY, THAT IS!
IF I CATCH YOU, I'LL BET YOUR LITTLE FRIEND WILL BRING THE GOOD DOCTOR BACK!
DREAM ON! YOU MAY BE NEARLY MY MATCH IN A FIGHT...
... BUT WHEN IT COMES TO SPEED YOU'RE NOT EVEN IN MY LEAGUE!
HUH?


THIS ISN'T OVER, HEDGEHOG! YOU AND I HAVE UNFINISHED BUSINESS!
I'VE HEARD THAT BEFORE!


HOME, TAILS!
WHAT ARE YOU GOING TO DO WITH ROBOTNIK, SONIC?
DON'T WORRY, I'LL THINK OF SOMETHING!


SONIC, DO YOU THINK YOU COULD HAVE BEATEN KNUCKLES?
NO PROBLEM, LITTLE BUDDY, I WAS JUST GETTING WARMED UP!
I WISH I MEANT THAT, KNUCKLES WAS REALLY TOUGH. I DON'T THINK I'VE SEEN THE LAST OF THAT CHARACTER!
I'LL GET YOU FOR THIS, YOU MISERABLE BLUE PIN CUSHION!
NEXT ISSUE: THE PRISONER!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: Vincent Low & Steve May.

MARIO ANDRETTI RACING

game type: RACING
1-2 PLAYERS

MD

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

The smell of high-octane fuel, the squeal of burning rubber, the sound of twisting steel as you shunt the nose of your racing car into the back of the reigning Indy-car champion. You'll find none of these things in this triple bill of video game racing styles ... but don't despair. **Mario** (no relation) **Andretti Racing** is a first class alternative to the more expensive polygon thrills of *Virtua Racing*.

The neat thing about this cart is the realistic approach it takes to the action. As with other (usually Formula One) racers, you can choose your skill level (Rookie or Pro), the driving perspective, and manual or automatic gear changing. But there's also a convincing physical feel to the coding. Drive on dirt (with the tricky Sprint Car option) and you slide around like a hedgehog on ice. Select Stock Car racing and you loose manoeuvrability. Choose Indy Racing (the most exciting option) and you have greater grip, but race strategy suddenly becomes oh-so important (to pit or not to pit?).

The graphics employed are effective, if not outstanding. The race tracks unfold in a fairly routine manner — although when you change tyres or pass the chequered flag there's a nice, if limited, animation sequence. The sound effects are similarly functional. To encourage you along there's some neat voice synthesis ('good work,' 'you need fuel,' and 'yoyos like you shouldn't be let near a tricycle let alone an Indy car!'), but little else in the way of audio excitement. No matter. You won't be buying **Mario Andretti's Racing** for superficial gloss. The real attraction here is the rock-solid gameplay. Once you've bumbled around a circuit or two you'll be hooked. The lure of the ovals and the taste of the concrete walls is unbeatable. Only don't expect to do a Mansell and become an Indy king in your rookie season. **Mario Andretti Racing** will take a season or two to master. - SM.

FAST FAX

PUBLISHER ELECTRONIC ARTS
PRICE £44.99

GRAPHICS 70
SOUND 65
PLAYABILITY 98

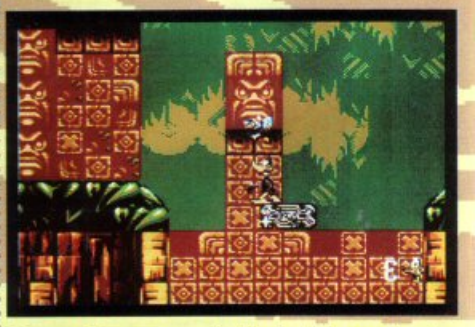
RAVES: Realistic gameplay.
GRAVES: Unexciting graphics.

OVERALL 85%

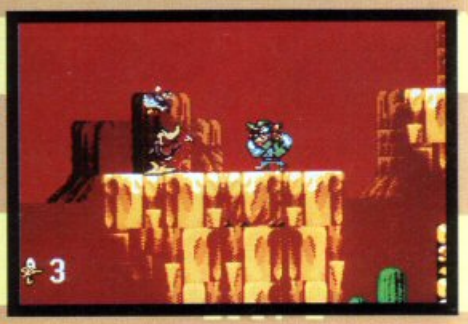
DAFFY DUCK IN HOLLYWOOD

game type: ACTION
1-2 PLAYERS

MS GG



Get ready for some rootin' tootin' hot graphics for your Master System and Game Gear! **Daffy Duck in Hollywood** is a platform style game where the player takes control of Daffy as he makes his way across various Hollywood sets. The aim is to retrieve the 12 Golden Cartoon World Movie



Awards which have been stolen from Yosemite Sams' safe. Mad Professor Duckbrain is demanding a million bucks for their safe return and Daffy has sworn to round up the Doc and his evil henchmen, with the aid of his trusty Bubble Gun.

Daffy is a standard platform romper with a number of different settings ranging from Horror and Sci-Fi to Spaghetti Western! To complete

each level you have to bubble up all the henchmen and beat the beastly boss at the end of each stage. This is easier said than done — just one hit will lose you one of your three lives, so it's not a very forgiving game!

There are plenty of extra power-ups to be collected along the way and extra ammo for your Daffy-type weapons. The graphics and sound in **Daffy Duck in Hollywood** are very good although the play feel is dull and gets very frustrating in places! - VL

FAST FAX

PUBLISHER: SEGA
PRICE: £29.99

GRAPHICS: 75
SOUND: 75
PLAYABILITY: 55

RAVES: Good graphics.

GRAVES: Very dull and frustrating to play.

OVERALL: 55%

SONIC SPINBALL

game type: PINBALL
1-2 PLAYERS

GG

Watch out Robotnik, the blue Hedgehog is back! Game Gear owners have been starved of a Sonic product for a while! Last November Sega released **Sonic Spinball** on the Mega Drive; which they have since redesigned to run on the Game Gear and it's one hot title!

Sonic Spinball plays on very similar lines to the original MD version with Sonic bouncing around a large play area — the objective being for him to collect rings and open sections up by hitting strategic points in the table. However, this is not just your everyday pinball game. There are sections where Sonic can run and spin dash around as well as doing his pinball impression. There are five rounds to battle through with each round having its own unique playfield and boss area.

All the standard pinball features are included with flippers, bumpers and drop targets, together with a few new ones that are not included such as rain targets! As controller, you have to collect all the Chaos Emeralds from each zone before you can take on Robotnik's droids and then progress to the next play area.

Sonic Spinball can be played like real pinball whereby you can go for the big scores, or alternatively, you can just try and crack through quickly by collecting the emeralds and getting out — the choice is yours! - VL

FAST FAX

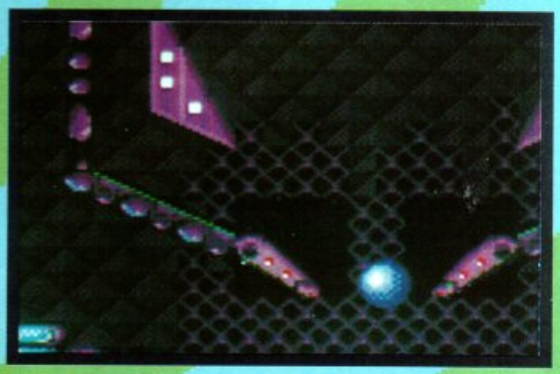
PUBLISHER: SEGA
PRICE: £44.99

GRAPHICS: 75
SOUND: 60
PLAYABILITY: 80

RAVES: Very playable.

GRAVES: Colours are a little dull.

OVERALL: 80%



MUTANT LEAGUE™

Bring Me The Head of Coach Brikka PART 4

SCRIPT: Steve White/ Brian Williamson

ART: Anthony Williams/ Brian Williamson

LETTERING: Tom Frame

PUFF! BONES JACKSON, CAPTAIN OF THE MIDWAY MONSTERS, PANT! THIS REALLY HAS BEEN A GAME OF TWO HALVES... GAK!
WELL IT HAS BEEN FOR OUR COACH BRIKKA, BOB.
INDEED. K.T. SLAYER'S THEFT OF THE COACH'S HEAD HUFF! CERTAINLY WAS EXTRAORDINARY. RAZOR KID, ANY IDEAS WHY HE WOULD WANT IT?
BEATS ME, BUT IF WE'RE GONNA STAY IN THE GAME, WE NEED IT BACK.
THANKS, KID. NOW, OVER TO CHUCK WHO GARGLE! IS WITH GRIM McSLAM...
GRIM... PROSPECTS FOR THE GAME AHEAD?
INCOMING? SORRY, I DON'T QUITE UNDERST--
KA-BLOOOEY!

K.T. TO ZALGOR, HEAD EN ROUTE. E.T.A. ZERO MINUS 15.
DRINK **DIET SMEG** — IT'S THE PASTE OF A NEW GENERATION!
NO! **NO!** DIET SMEG CAUSES PREMATURE BALDING! **CROAK** IS IT!

EXCELLENT, SLAYER. DOCTOR WIZZ AND I EAGERLY AWAIT YOUR ARRIVAL...*
* SORRY, NO BWAHAAHAA. MAYBE LATER — M.D.

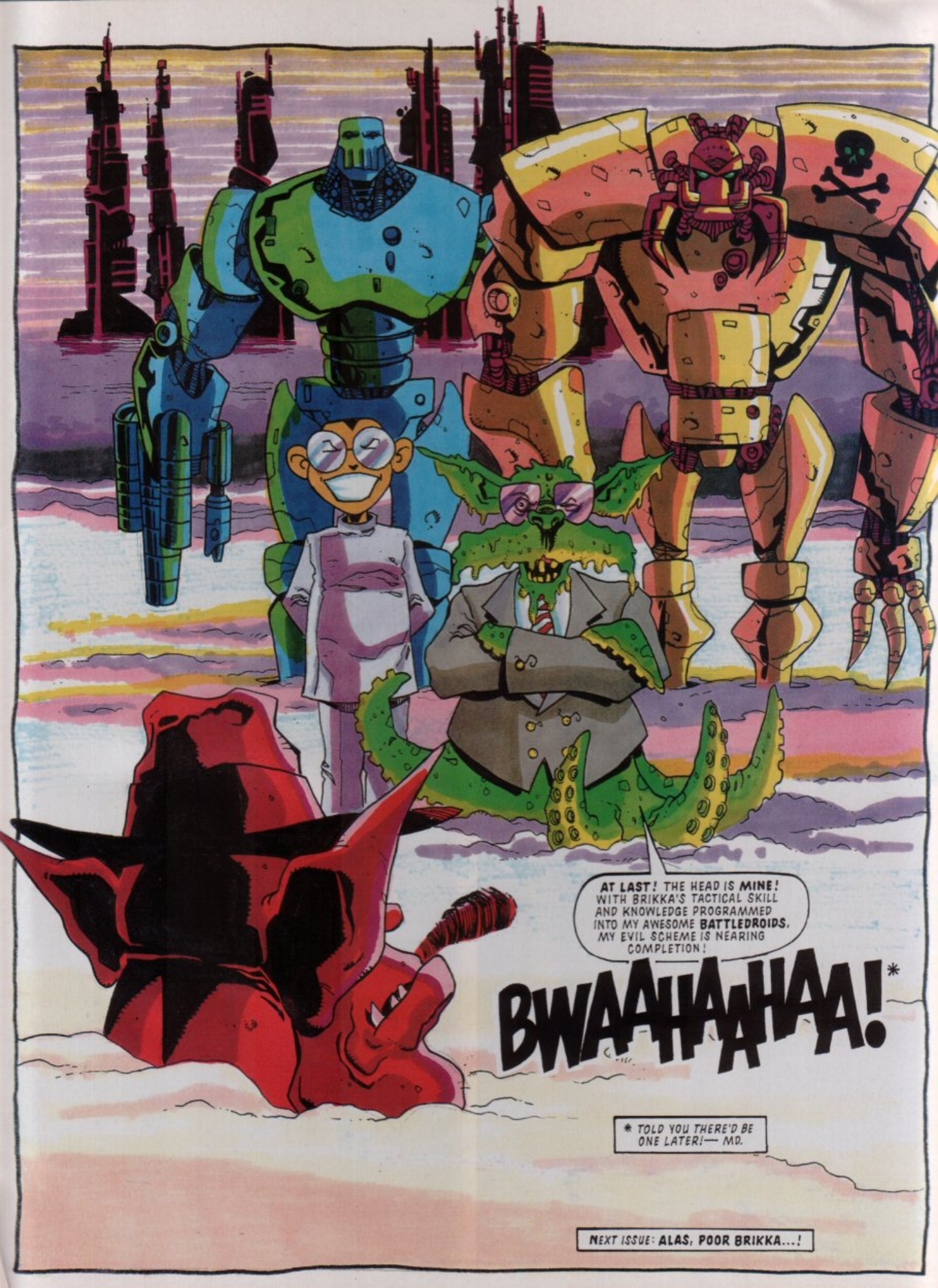
WHASSUP, GRIM? YOU'VE STOPPED FIGHTING.
LOOK, I DON'T WANT TO BE A PROPHET OF DOOM OR ANYTHING, BUT I THINK IT'S GOING TO...

...SNOW?
AND ME WITHOUT MY MITTENS!
WHUMPP!
(SNOW FALLING SOUND!)

SNOW... ICE-DANCING. FIGURE-SKATING. CURLING. BUMMER, IT CAN ONLY BE...

"...THE WINTER OLYMPICS!"
GREETINGS, SPORTS' FANS AND WELCOME TO THE ERIC VON BLOFIELD MEMORIAL STADIUM HERE IN WRECKYAVIC!
WHAT DA HELL ARE DESE VEH-ICLES?
TRANSPORT! JUMP ABOARD!
WAK!
WAIT A SEC... I JUST FIGURED OUT WHAT EVENT THIS IS...
FREESTYLE CLAY BOBSLEIGH SHOOTING!
AAAARRGHH!
BLAM!
BLAM!
BDAM!
BLAM!
BDOW!
BOOOM!
RETURN FIRE!
BDOOM!
EXTRAORDINARY! INNOVATIVE PLAY FROM BONES' TEAM THAT MUST SURELY PUT THEM IN THE MEDALS!

LET'S FACE THE MUSIC AND PRANCE!
OH, JANE, THEY LOVE US! LISTEN...
KKRUMP
6-0
5-9
HURRY! K.T's ABOUT TO MAKE A TOUCHDOWN! TO TOXICON!
TOO LATE, SKULL-FACE! YOU'LL NEVER CATCH...
KKRUNCH!
ME!
I'M SPEECHLESS..*
*HEY, THERE'S ALWAYS A FIRST TIME — M.D.
SWINEHUND DAMBUSTER BARNES WALLIS BRAIN HAEMORRHAGE CHEESEFEAST SUPER SUPREME SIDE-SALAD...


AT LAST! THE HEAD IS MINE! WITH BRIKKA'S TACTICAL SKILL AND KNOWLEDGE PROGRAMMED INTO MY AWESOME BATTLEDROIDS, MY EVIL SCHEME IS NEARING COMPLETION!
BWAAHAAHAA!*
* TOLD YOU THERE'D BE ONE LATER!— MD.
NEXT ISSUE: ALAS, POOR BRIKKA...!

NEWS Zone

Newshound: *Garry Penn.*

VIRGIN BITES

LION KING SET TO ROAR ON SEGA

The Lion King, Disney's latest blockbuster animated film, has been clawing in the money at cinema's in America all summer long. Now it is set to do the same in Britain next month when the film — and the new video game — are released. Virgin, who are releasing **The Lion King** for the Mega Drive, Master System and Game Gear, are hoping for an *Aladdin*-type sucess with the game. It's undeniably pretty — let's hope the game play is up to scratch!

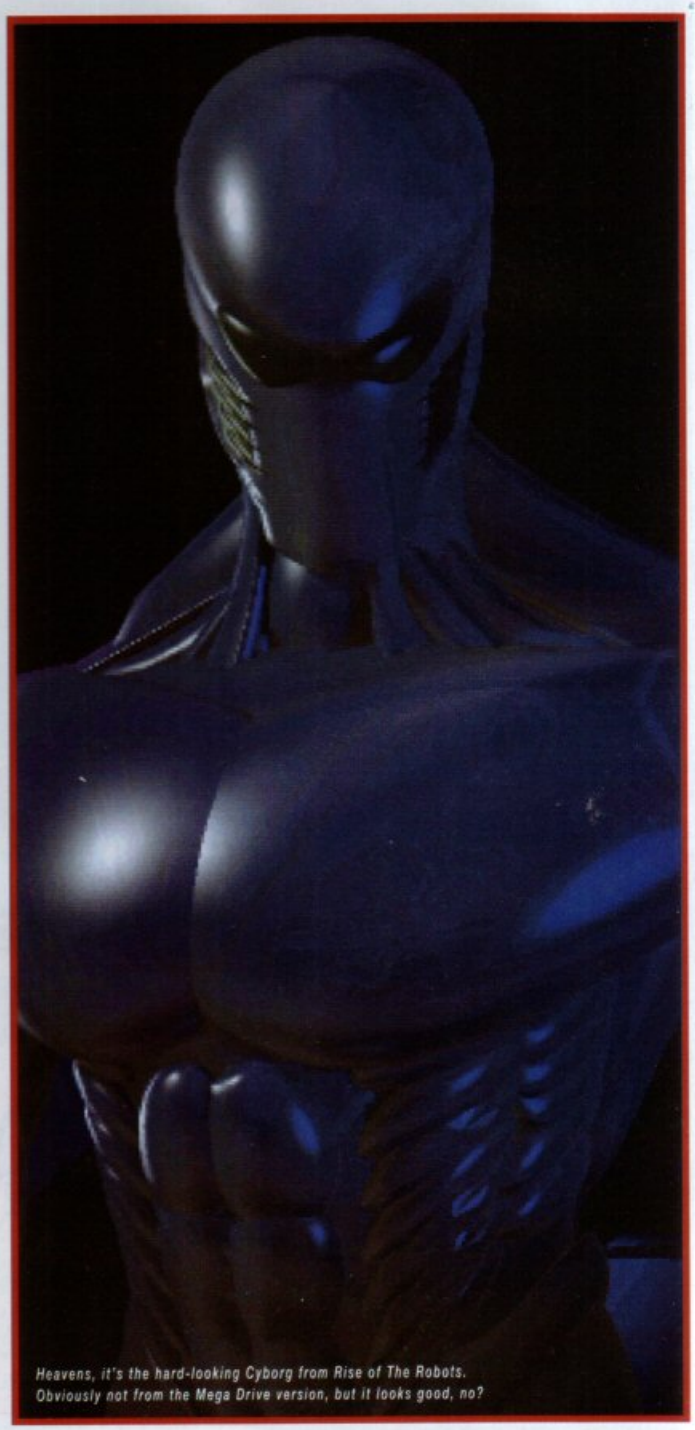
The Lion King: Early screen shots, but it looks good.

ON THE RISE

A ROBOT REVOLUTION IN THE MAKING

It's been hard to miss all the hype surrounding Mirage's **Rise Of The Robots**, but in case you have, we can tell you it's basically another street fighting simulation, but featuring robots and graphics to die for!

There's much more to it, of course. A robot called The Supervisor has taken control of the Electrocorp manufacturing plant and the robots have risen. Cue, a cyborg with the brain of a crack commando, is sent in to sort out the mess (i.e., beat up six other robots!).



Heavens, it's the hard-looking Cyborg from Rise of The Robots. Obviously not from the Mega Drive version, but it looks good, no?

There are two obvious differences between **Rise Of The Robots** and the imminent *Super Street Fighter II* and *Mortal Kombat II*. In **Rise Of The Robots**, the characters and scenery have all been built on a powerful 3D design program called 3D Studio and cut down to fit the Sega formats. The result is intended to be a more solid and believable environment. The second difference is that the soundtrack has been composed by Brian May (former lead guitarist with Queen and composer of music for Ford TV ads).

Rise of The Robots is nearing completion on over 20 different formats (including Mega Drive, Mega-CD and Game Gear) for release in October. There's even an arcade machine in the works, from Bell Fruit (who also brought Gremlin's *Zool* to the arcades).

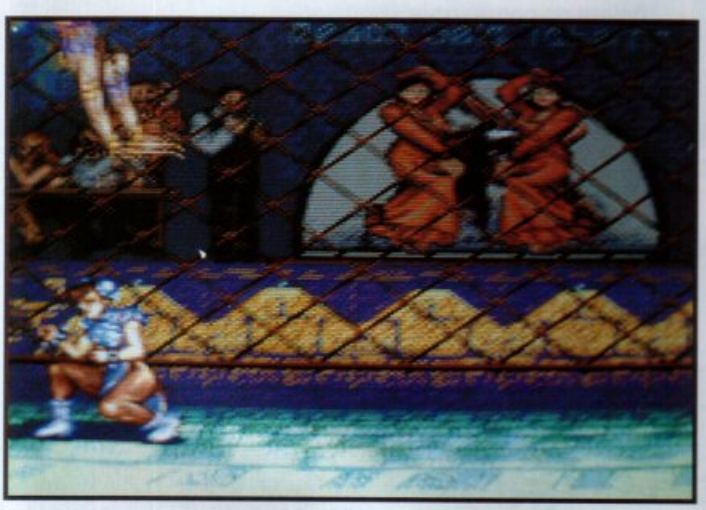
KYLIE IS CAMMY!

NEW FILM, NEW GAME — THE STREET FIGHTERS ROLL ON

With **Super Street Fighter II** making big waves on the video game scene, there's more news about the long-awaited **Street Fighter** film (what do you mean, you've never heard of it?).

Aussie actress/songstress Kylie Minogue is learning how to fight with a personal trainer for her role as Cammy (she should be so lucky!). Jean Claude Van Damme is playing Guile, Raul Julia (Gomez in *The Addams Family*) is to star as M Bison (someone must be having a laugh there), Dahl Sim is played by Ben Kingsley (bit of a change from *Ghandi!*), Daniel Day Lewis (*Last Of The Mohicans*) is T Hawk, and someone from the *Joy Luck Club* (que?) is Chun Li.

Filming is underway in Thailand and Australia. Expect the movie on our screens at the end of 1995.



From the small screen to the silver screen — Street Fighters prepare to kick it with Kylie!

SHORT BURSTS

HAPPY BIRTHDAY

Hey, everyone! It's Asterix the Gaul's 65th birthday this year! And fans who are Master System and Game Gear owners can celebrate with **Asterix And The Great Rescue**. Or not.

AREN'T THEY DEAD (AGAIN) YET?

To tie-in with the video release of **Jurassic Park** in October, Sega's releasing the **Jurassic Park** game in a new **Rampage Edition** for the Mega Drive. It's glossier and features new sections, but somehow we can't help but think it's going to be a little too similar to the first one for comfort.

TM & © 1992 UNIVERSAL CITY STUDIOS, INC & AMBLIN ENTERTAINMENT.

PHWEEEP!

A Sega Sports Range is on the way this Autumn, kicking off with **ATP Tennis** and **Pebble Beach Golf**. Further titles are 'on the cards', as they say.

TWO NEW MEGA-CD 'MOVIES'

There are two new Mega-CD 'interactive movies' to consider next month: **Midnight Raiders** (not much known about that one as yet) and **Fahrenheit**, which, according to a Sega spokesperson, is to the film *Backdraft* what *Tom Cat Alley* was to *Top Gun* (and it will be one of the first Mega-CD releases enhanced for the Mega Drive 32X, i.e., not grainy, 16-colour images, but crispier, 256-colour ones).

TUNE IN TO TOONS

Keep 'em peeled for Warner Bros. cartoon characters **Daffy Duck, Road Runner, Speedy Gonzales vs Sylvester**, and **The Adventures Of Batman & Robin** (based on the new animation).

SPOOKY MOVIE

Steven Spielberg's next blockbuster, **Casper** (which has a multi-million dollar special effects budget, bigger than *Jurassic Park's* – sheesh!), will be coming to the Sega systems through Interplay. Only for the Mega Drive 32X – oh, and perhaps the Saturn. Tch.

STC INVADES EUROPE!

You already know how popular *STC* is in the U.K., but, guess what — you're not alone. The fame of *STC*, its comic strips and features has spread across Europe into, so far, four other *Sonic* comics. The names may be a little different, and the languages certainly are, but in each you'll find the same Sega-powered comics and, in some cases, features first seen in the original UK **Sonic The Comic**.

FRANCE
SONIC MAG

Le Boomers Francais enjoy a mix of the best *STC* strips (*Sonic*, *Kid Chameleon* and more), reviews in *Round Test* and news in *Round News*.

HOLLAND
SONIC MAGAZINE

"Het einge stripmagazine voor Sega-fans," is the Dutch way of saying this is *the* comic for Sega fans! Contains lots of *Sonic* strips plus reviews in *Zapping* and the *T Zone* for, guess what?

GERMANY
SONIC DER COMIC

A handy, pocket-sized magazine featuring *Sonic* and other *STC* stories, along with *Mr T* and features covering everything from Guns 'n Roses to Sumo wrestling! Check out reviews in the *Durchblick Zone* and tips in the *P Zone*.

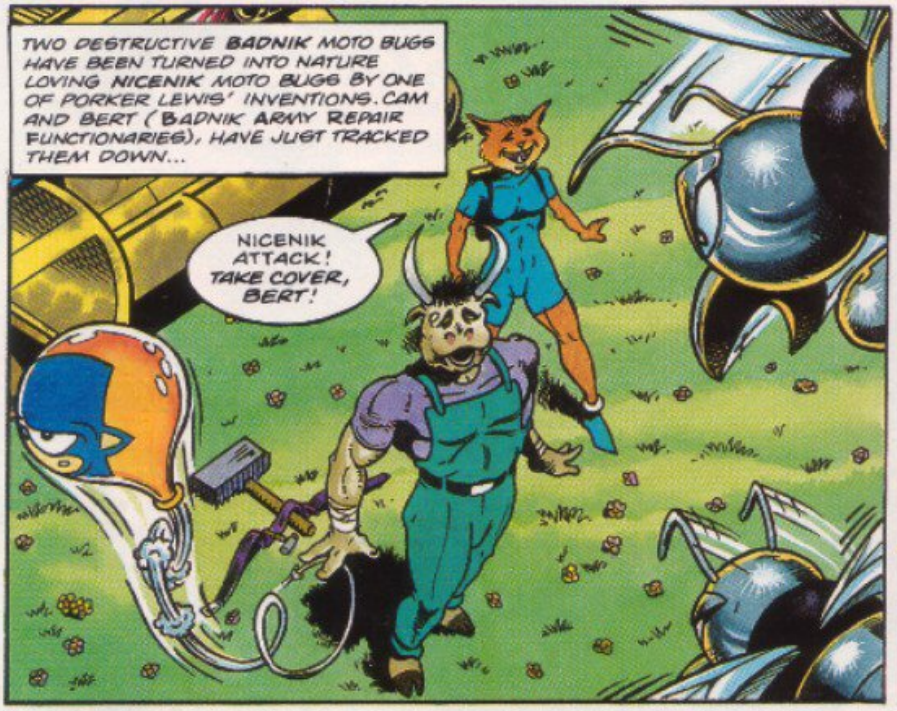
ITALY
SONIC VIDEOGAME & FUMETTI

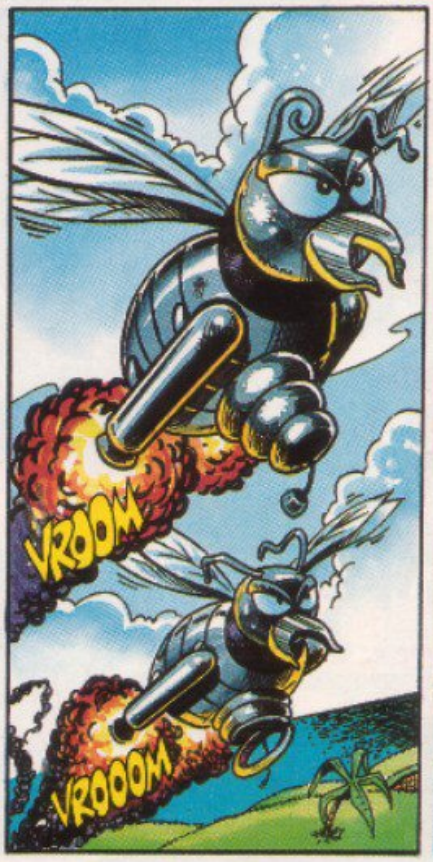
Check out the *Zona Prove* for the latest reviews and the *Zona Trucchi* for hints and tips. There's also *Sonic* stories and complete 30-page collections of *Golden Axe* and *Streets of Rage*.

SONIC'S WORLD

FEATURING
CAM 'N BERT B.A.R.F.*
SEARCH 'N REPAIR OPERATIVES
* BADNIK ARMY REPAIR FUNCTIONARIES
IN
NO MORE MR. NICE BUG
PART 3

Script:
Mark Eyles
Art:
Mike Hadley/
John M. Burns
Lettering:
Elitta Fell


TWO DESTRUCTIVE BADNIK MOTO BUGS HAVE BEEN TURNED INTO NATURE LOVING NICENIK MOTO BUGS BY ONE OF PORKER LEWIS' INVENTIONS. CAM AND BERT (BADNIK ARMY REPAIR FUNCTIONARIES), HAVE JUST TRACKED THEM DOWN...
NICENIK ATTACK! TAKE COVER, BERT!



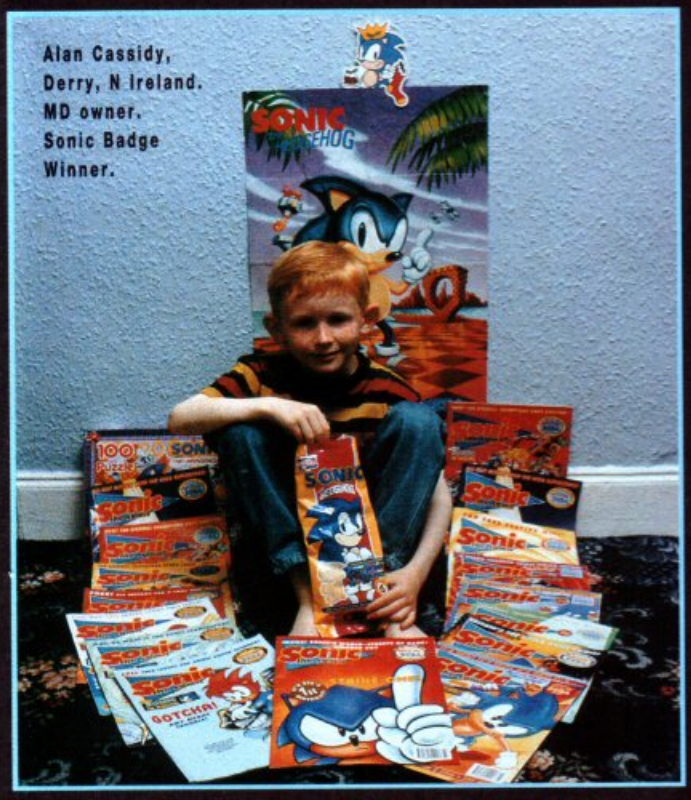
VROOM
VROOOM
I LOVE THESE LOOPS.
THERE'S NO TIME FOR THAT! HURRY UP, YOU GREAT NITWIT!
HEAD FOR THE BASE OF THE CLIFF, BOM...
SKREEEK!
THEY'LL NEVER FIND US HERE!

SAYS WHO, STUPID?
B.A.R.F. BANZAI!
SLASHATTER!
KERBANG!
LOLLAPA-LOOZA!
THE IDEA WAS TO REPROGRAM THEM, BERT – NOT DISINTEGRATE THEM.
HOORAY! FREE AT LAST.
WHERE ARE YOU TWO GOING?
ERK...

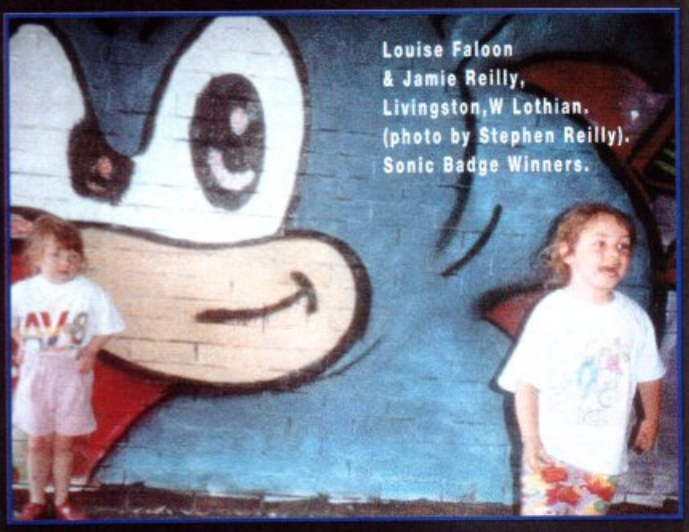
BY IVO'S SCALP POLISH! THERE'S AN AWFUL LOT OF BITS HERE!
BETTER GET FIXING. THAT'S WHAT B.A.R.F. DOES BEST.
I HOPE DOCTOR ROBOTNIK DOESN'T NOTICE THAT WE ONLY HAD ENOUGH WORKING PARTS TO REBUILD ONE MOTO BUG.
THE IMPORTANT THING IS WE FOUND THE TWO NICENIKS.
HAMMER
THERE'S ONLY ROOM FOR ONE, CAM.
BOTH WILL FIT IF YOU PUSH HARD.
EERK!
EEEK!
NEARLY DONE NOW - JUST GOT TO PROGRAM OUT THOSE FOUL NICENIK TENDENCIES...
TAP! TAP!
THAT'S ANOTHER OF THE BLUE ADVERSARY'S MESSES CLEARED UP BY BADNIK ARMY REPAIR FUNCTIONARIES.
DOCTOR ROBOTNIK WILL BE PROUD OF US.
CHUGGA CHUGGA
IF IT HADN'T BEEN FOR US THE NICENIK COMPUTER VIRUS MIGHT HAVE SPREAD THROUGH THE BADNIKS LIKE A PLAGUE.
I DON'T WANT TO THINK ABOUT IT. IT'S JUST TOO HORRIBLE. I'D RATHER THINK ABOUT HAMMERING.
SNIFF SNIFF...
THE END?

PHOTO Zone

Picture this ... the chance to feast your eyes on other tasteful Boomers who read *STC*. Each snap happy hume featured below will receive an original, classic *STC* badge, not seen since issue 2. So smile, say pizza and watch these Boomers ...



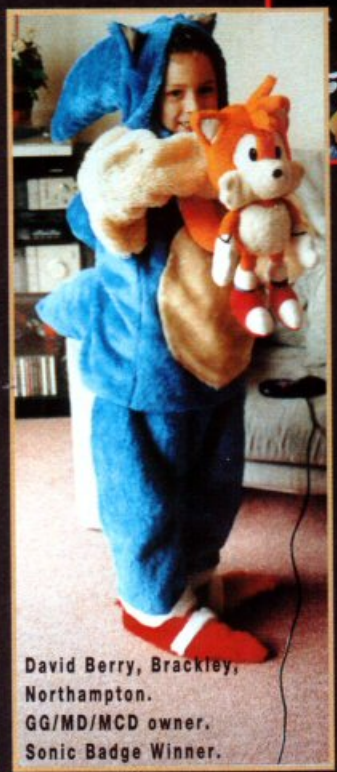
Alan Cassidy,
Derry, N Ireland.
MD owner.
Sonic Badge
Winner.



Louise Faloon
& Jamie Reilly,
Livingston, W Lothian.
(photo by Stephen Reilly).
Sonic Badge Winners.

Luciano Del Viscio, Blackhall, Edinburgh. MS owner. ➜
Sonic Badge Winner.

Alison McQuade plus
brother, East Kilbride,
Scotland.
Sonic Badge Winners.



David Berry, Brackley,
Northampton.
GG/MD/MCD owner.
Sonic Badge Winner.

Sophie Monger,
Hungerford
(send in *full* address)
MD owner.
Sonic Badge Winner.

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Q Zone's special in-depth solutions service for the big Sonic The Hedgehog games continues. However, this time *STC* presents the latest and greatest Sonic adventure yet — **Sonic 3** on the Mega Drive. Your guide, Vincent Low.

SONIC Solved

SONIC 3 MD

PART 1 - THE ZONES

Things to look out for in all zones:-

- TVs containing Super Rings (10 Gold Rings), Invincibilities, Speed Shoes, Water Shields, Lightning Shields, Flame Shields, 1-Ups, Robotniks (drain power from Sonic and Tails).
- Star Posts (lead to the Bonus Stage — a Gumball Machine with extra 1-Ups, power-ups, Gold Rings and other goodies).
- Giant Gold Rings (lead to the Special Stage — grab blue balls and Chaos Emeralds).
- Ramps.
- Loops.
- Red and yellow Pogo Springs.

ANGEL ISLAND

ACT 1

A fast act to get you up to speed and ready for the big events to come!

Things to look out for:-

- **Vine swings.**
- **Floating platforms.**

Things to watch out for!

- **Bloominator.**
- **Caterkiller Jr.**
- **Monkey Dude.**
- **Rhinobot.**
- **Collapsing ledges.**

Welcome to the Floating Island! Sonic and Tails' first location has a real jungle feel with lush foliage, ramps, loops and vines to swing on. There are plenty of hidden chambers, high ledges with goody-packed TVs to find and some nice touches (movable boulders on top of breakable ground, revealing more juicy TV items!)

The new Water and Fire shields are well placed giving you (and Sonic) a chance to become familiar with them.

Other nice touches include bouncing off the end-of-act sign to boost your score and win a possible bonus TV, plus the all-new Special Stage where Sonic has to gather blue balls (*not* red!) to earn the all-important Chaos Emeralds.

ACT 2

Time to get down to some serious work as Act 2 requires your utmost attention!

Things to look out for:-

- **Switches.**
- **Tunnels.**
- **Waterfall.**
- **Rope ride.**

Things to watch out for:-

- **Rhinobot.**
- **Caterkiller Jr.**
- **Rotating Spiked Platforms.**

The Rhinobot is as tough as his Earth-type namesake and will charge Sonic without warning, so don't hang around in his presence! The dreaded Bloominator is also really sneaky.

Look for hidden chambers in walls for the Giant Gold Ring to access the Special Stage, and use the Star Posts to get extra items contained in the Bonus Round (remember, you need 50 gold rings to activate it).

HYDROCITY

ACT 1

Hold your breath — this will leave you gasping!

Things to look out for:-

- **Overhead conveyor belts.**
- **Switches.**
- **Safety poles.**
- **Water propellers.**
- **Air fans.**
- **Speed Hand catapults.**

Things to watch out for!

- **Pointdexter.**
- **Mega Choppers.**
- **Blastoids.**
- **Turbo Spikers.**

Hydrocity is (not surprisingly) mainly underwater. The nasties come thick and fast. Undoubtedly the worst are the Piranhas — you need a fast flick left and right on the D-Pad to shake them off otherwise they'll prevent Sonic from jumping.

Remember to stop for air regularly (keep an eagle eye open for bubble streams) and take your time when you're in a tight corner.

If you find the Water Shield, take it. It's invaluable because you don't need to stop for air and it repels bullets from the cannons!

Check walls for hidden chambers and Giant Rings.

ACT 2

You're really under pressure at the start of this stage!

Things to look out for:-

- **Spinning Pillars.**
- **Water propellers.**
- **Speed Hand catapult.**
- **Slides.**
- **Bridges.**

Things to watch out for:-

- **Jawz.**
- **Turbo Spiker.**
- **Robotnik.**

Keep your cool! Use Dash Attacks to go right and watch out for the yellow springs — they're just where you don't want them!

There are plenty of fast slide and bridge sections so beware of Badniks and areas you may whiz by that hold useful goodies.

TVs are used sneakily here. They can hold useful shields but may be placed over spikes or even — gasp — Doctor Robotnik!

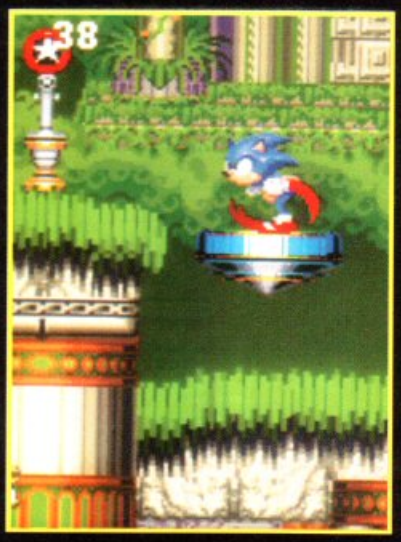
MARBLE GARDEN

ACT 1

This may seem like a real break from the action of the last couple of zones, but be warned ... Marble Garden is fast and the Badniks loiter in the most painful places!

Things to look out for:-

- Platform-raising Wheels (use Spin Dash Attack to activate).
- Flying spinners.
- Giant Rotating Platforms.
- Mineshaft.
- Pulley Lifts.



Things to watch out for:-

- Bubbles.
- Spikers.
- Arrow-Shooting Heads.
- Overhead Spikes.
- Spiked Ball On Chain.
- Falling Spiked Pillars.
- Spiked Pole.

Marble Garden has you looping the loop on giant, three-armed rotating platforms and climbing steep hills using long pulley lifts.

You get to collect loads of rings by racing Sonic down long diagonals and by using the flying spinners to good effect. These are also great for covering ground quickly — but getting used to flying them takes a little practice. Run Sonic too fast and you'll fly straight into some overhead spikes!

One of the nastiest obstacles is the rotating spiked ball on a chain. It moves very fast and your timing has to be spot on to get over it. Try following it on its backswing and leap as soon as it starts to swing back towards you.

If you find a Lightning Shield make sure you get really close to all the rings around you as it automatically draws them to Sonic!

As usual, check the walls around you for hidden chambers and that Giant

ACT 2

Just as fast as Act 1, but keep your cool as the Badnik combos come thicker and faster.

Things to look out for:-

- **Pulley Lifts.**
- **Mineshaft.**

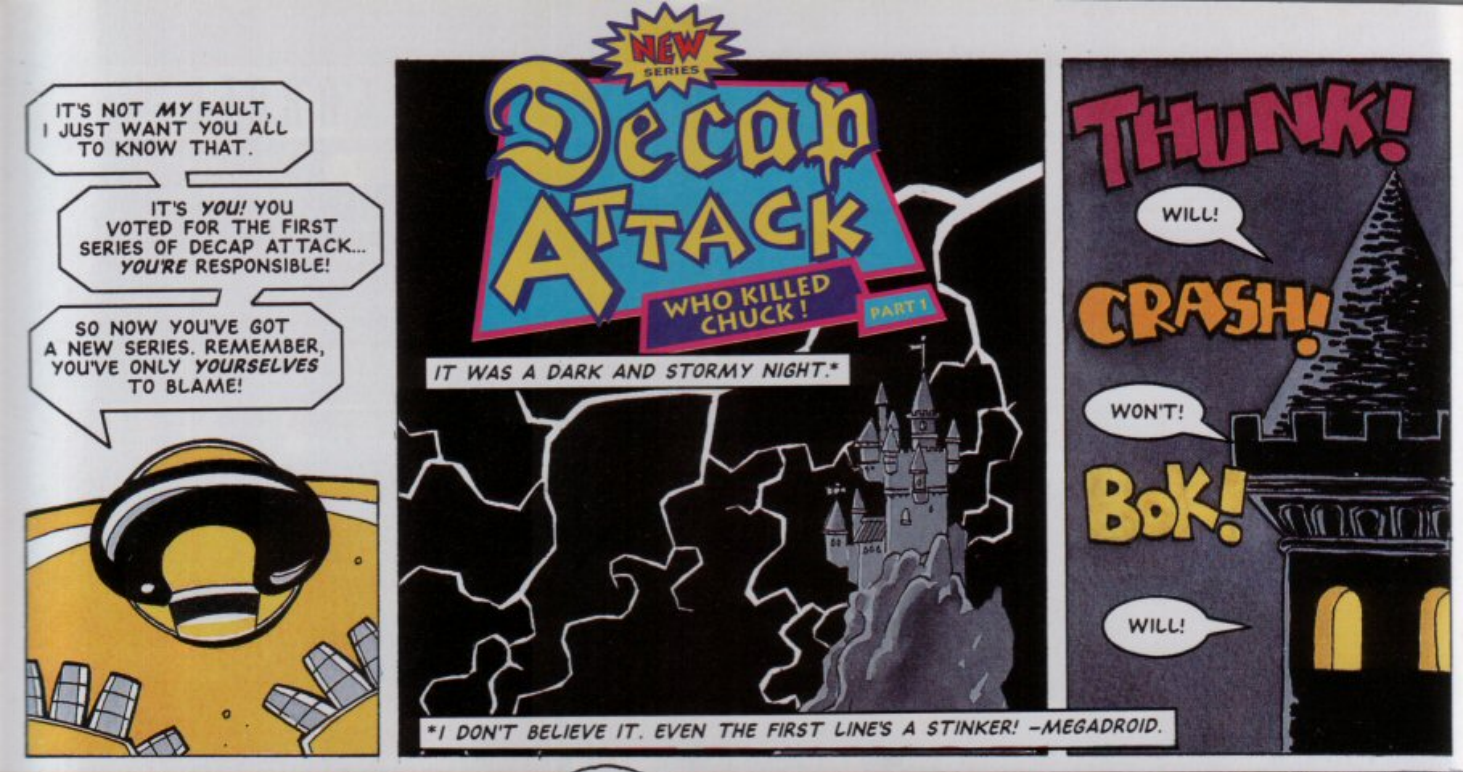
Things to watch out for:-

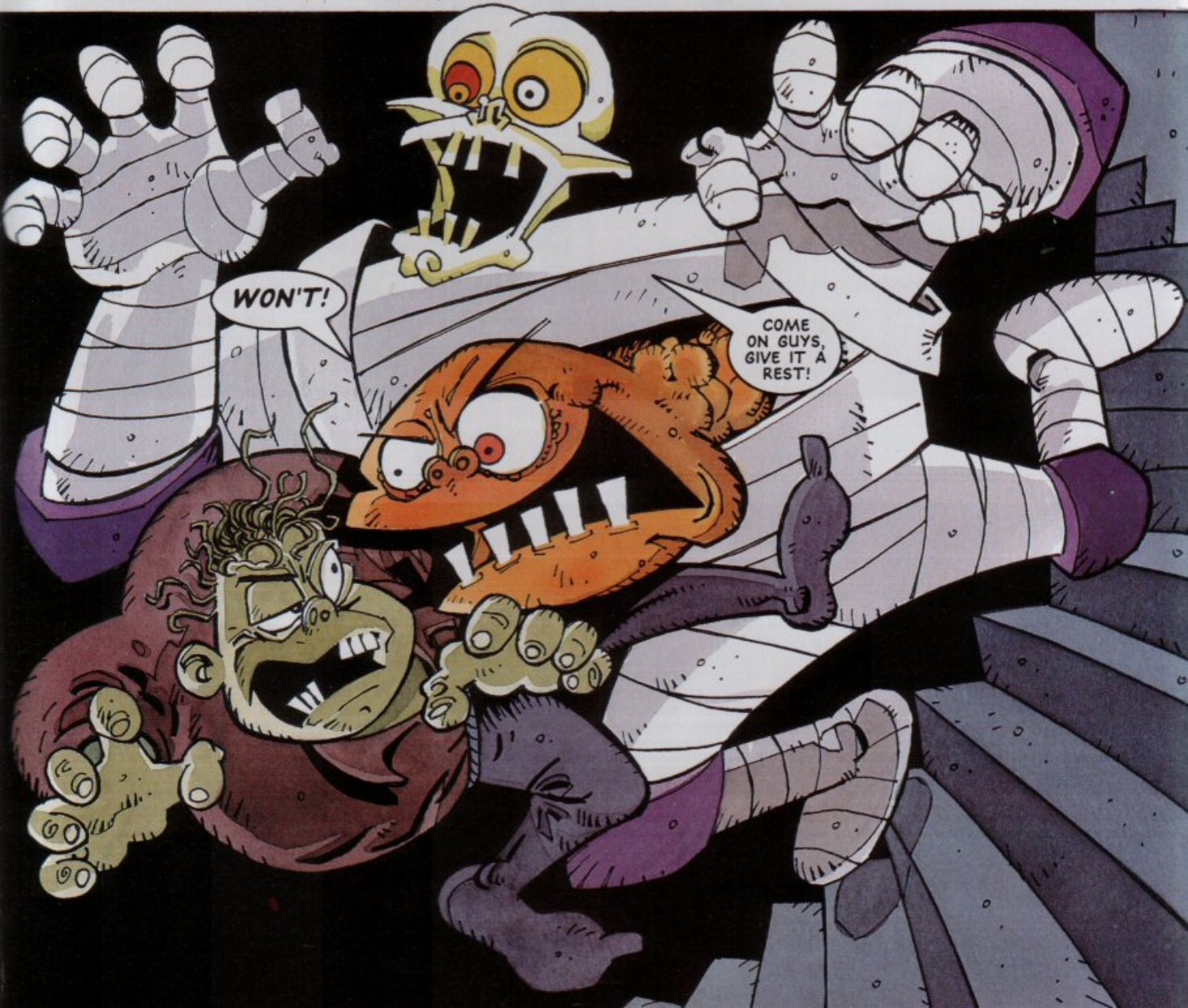
- **Spikers.**
- **Mantis.**
- **Bubbles.**
- **Arrow-Shooting Heads.**
- **Mud Pits.**

The Mantis spring up from underground, usually in groups of two or more, so move carefully when hitting one.

There's a tricky left-to-right sequence when the ground starts to fall away above you. Move right quickly before Sonic gets crushed or captured.

NEXT: More secrets revealed — starting with the **Carnival Night Zone**.


IT'S NOT MY FAULT, I JUST WANT YOU ALL TO KNOW THAT.
IT'S YOU! YOU VOTED FOR THE FIRST SERIES OF DECAP ATTACK... YOU'RE RESPONSIBLE!
SO NOW YOU'VE GOT A NEW SERIES. REMEMBER, YOU'VE ONLY YOURSELVES TO BLAME!
NEW SERIES
Decap Attack
WHO KILLED CHUCK!
PART 1
IT WAS A DARK AND STORMY NIGHT.*
*I DON'T BELIEVE IT. EVEN THE FIRST LINE'S A STINKER! -MEGADROID.
THUNK!
WILL!
CRASH!
WON'T!
BOK!
WILL!


WON'T!
COME ON GUYS, GIVE IT A REST!

GIMME A BREAK, CHUCK! I ONLY CAME TO TELL YOU THE PROFESSOR WANTS YOU DOWN AT THE *LAB!*
FORGET IT, *IGOR!*
THE LAST TIME HE TRIED TO SHOOT *TWO THOUSAND VOLTS* THROUGH ME!
LOOK OUT FOR THE EDGE...
AW, HE DOES THAT TO ME ALL THE TIME.
I'VE GOT TO QUITE LIKE IT AS A MATTER OF FACT...
WE'LL ALL LOOK BACK AND LAUGH AT THIS ONE DAY!
CHOMP!
I WOULDN'T COUNT ON IT...
VHER IST DAT PESKY IGOR?
COMING...
ZO *DER* YOU ARE!
KNOCK IT OFF MIT DER LYING AROUND, I DON'T PAY YOU TO DO DAT!
ACTUALLY YOU DON'T PAY ME AT ALL.
WHUMP!

MEANWHILE, ABOVE...
YOU OKAY, HEAD?
MMPHH NM MNN UMM!
SPEAK UP, BONE FACE!
I SAID... UH OH...
WHAT?
ZIP!
KRRRK!
OH, GREAT!
PTOW!
I ASKED YOU TO GET ME CHUCK, SO VER IST HE?
OH, HE'LL BE RIGHT DOWN...
AH, SO DER YOU ARE!
KRUMP!
... I... REALLY HATE... THIS... JOB...
ENOUGH OF ZIS PLAYING AROUND. VE HAFF VORK TO DO!

EVENTUALLY.
HEH, NOW YOU'RE *REALLY* GOING TO GET IT!
SHRINK O-TRON.
PUT BRAIN HERE
AS YOU KNOW CHUCK, VHEN I *MADE* YOU I VAS NOT ABLE TO GET ALL OV YOUR BRAIN INTO *ONE* SKULL. ZO I HAD TO PUT THE LEFT OVER BITS INTO *HEAD* HERE...
BUT NOW I HAFF BUILT MY *SHRINK-O-TRON!*
I VILL REMOVE BOTH BITS OV BRAIN, SUPER GLUE THEM TOGETHER UNT SHRINK ZEM DOWN TO FIT INTO ONE HEAD!
LIKE ZO!
THAT BRAIN HAS ALWAYS BEEN THAT SIZE... IT BELONGED TO A P.E. TEACHER!
NEVER MIND...
HOLD STILL CHUCK VHILE I MAKE DER DELICATE *INCISION**...
VHAT? GET DAT VILL YOU IGOR?
Bing oBong
RRRRRRRRRRRR
*KIDS DON'T TRY THIS AT HOME (AT LEAST NOT WHILE YOUR PARENTS ARE WATCHING) -MEGADROID.
THE NAME'S CASE, *DETECTIVE* CASE.
I'M HERE TO INVESTIGATE REPORTS OF A *MISSING PERSON!*
C.o.P.
NEXT: **DEATH COMES DOUBLE-GLAZED!**

SPEEDLINES

Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

One & Only

Dear STC,

Please tell me whether you are going to create a comic strip based on the game *Robot to the Rescue* as this is my all time favourite game — well, up to now it is!

George Lea, Tamworth, Staffs. MD owner.
Sonic Water Fun Game Winner.

Unfortunately Georgie, there are no plans for your suggested comic strip. But, bear in mind that STC already has it's own 'Robot to the Rescue' — me!

Stuart Maxwell, Belfast, N. Ireland. MD owner.
Sonic Water Fun Game Winner.

Andrew Tillot, Walsall, W Midlands.
MD & MS owner.
Sonic Water Fun Game Winner.

Common Sense

Dear Megadroid,

In *STC 30* I was shocked to see the closing line of the **Pirate STC** strip telling children to try drinking shampoo *instead* of bubble bath. Don't you know it's dangerous for young humes like myself to drink these things? I am six years old.

Stevie Swindells, Bridgehall, Stockport.
MD owner.
Sonic Water Fun Game Winner.

*As all STC Boomers are undoubtedly of above average intelligence Stevie, you should be aware that strips like **Pirate STC** are not to be taken seriously — besides, shampoo tastes awful!*

Snookered

Dear STC,

I have a variety of video games including beat 'em ups and adventure types. However, while choosing a sport simulation game I was surprised to discover that Sega haven't released a Snooker game. Surely plenty of other people must be sharing the same thought. So if Sega are listening, do yourselves a favour and get cracking on a Snooker simulation, fast!

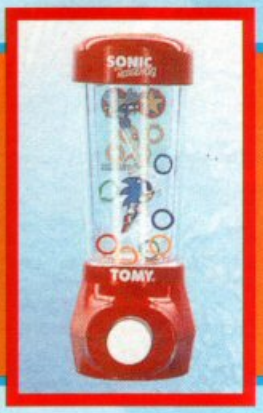
Caroline Austin, St Leonards, E Sussex.
MD owner.
Sonic Water Fun Game Winner.

Good point, Caroline. With the exception of golf sims, humes don't have much in the way of leisurely game play sports. Rest assured once we have info on a Snooker sim STC Boomers will be sure to know.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE!

DO FLYING FOXES DREAM OF ELECTRIC SHEEP?

PREPARE TO FIND OUT IN

ZONERUNNER & THE FLOCK!

A NEW TAILS ADVENTURE!

FREE!

SEGA-SATIONAL STARTER PACK OF PANINI SONIC STICKERS TO BEGIN YOUR COLLECTION.

PLUS!

NEW SONIC STORY!
MUTANT LEAGUE!
DECAP ATTACK!

STC 35— THE COOLEST READ IN TOWN!
ON SALE SATURDAY, 17TH SEPTEMBER.
£1.15.

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 34 OF STC?

☐ %